Intramural Soccer Tennis Rules (Revised 09/15/2020)

GENERAL INFORMATION
1. All participants must register at https://recwellservices.uky.edu/
2. Click on IMLeagues, Login with your UK Link Blue account and Register
3. Electronically sign the online waiver and pass the participant quiz

Participation in ALL Intramural Events Require:
1. Valid UK or BCTC student, faculty or staff ID required for all contests to participate
2. Jewelry is NOT permitted
3. No hats, skull caps, bandanas, or other headgear. Terry-cloth headband without exposed knots
4. Review specific sport rules for additional attire restrictions

BCTC student/faculty/staff must pay the “Recreation Fee” before access to IMLeagues.com or participation
1. Information about “Recreation Fee” http://www.uky.edu/plusaccount/uk-estore-information
2. Pay “Recreation Fee” at https://iweb.uky.edu/ukestore/ and retain your electronical receipt
3. Email the Intramural Director, Natosha Harris at neharris1@uky.edu and provide an email address
4. Provide an email address you’d like to use to log into your IMLeagues.com account

These groups must send an email neharris1@uky.edu to have an account created for participation:
1. Religious Advisors
2. Spouses of current UK student/faculty/staff can only play on Co-Rec teams

10-minute Rule/Defaults/Forfeits/Inclement Weather:
1. 10-minute rule applies to various sports:
   a. At game time, if a team is not prepared to play that team will have 10 minutes to become ready
   b. To win by forfeit, minimum number to play must be present and signed in with Intramural staff
   c. If a double forfeit occurs, both teams will receive a forfeit and no team will advance
2. Defaults vary depending on tournament design
   a. Loss by default will not be counted as a forfeit, nor affect your sportsmanship rating
   b. Two (2) defaults result in a forfeit or are the same as a forfeit
   c. Submit Default for your game via IMLeagues.com by completing the “Default” link by 5pm the day of your scheduled game time: https://uky.az1.qualtrics.com/jfe/form/SV_BiyhCrSvwZadOZL
   d. Failure to submit your default before designated time will result in a forfeit and $20 forfeit fee will be assessed to your team captain, Greek Chair or Residential Chair.
3. Forfeits applies to various team sports and tournaments:
   a. Team captain, Greek chair or Residential chair assumes responsibility for that team
   b. Captain or Chair is suspended and responsible for paying the $20 forfeit fee
   c. Captain or Chair MUST pay forfeit fee PRIOR TO next scheduled game
   d. Review our Wildcard Player Participation Policy to assist team to avoid forfeits
   e. Forfeit Fees CAN BE PAID ONLINE at: https://recwellservices.uky.edu/Program/GetProducts?classification=00000000-0000-0000-0000-00000000026001
4. Inclement weather decisions will be made no later than 3pm on game day
### Intramural Sport Program COVID-19 Guidelines for Individual (s)/Participant (s): Minimize Risks

<table>
<thead>
<tr>
<th>Individual/Participants Do’s Summary</th>
<th>Individual/Participants Don’ts Summary</th>
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</thead>
<tbody>
<tr>
<td>Complete UK’s daily 4.0 self-assessment if symptomatic/sick stay home</td>
<td>If symptomatic/sick stay home</td>
</tr>
<tr>
<td>Wear face coverings/masks entering or exiting facility and when waiting to compete/participate</td>
<td>Not wear a face covering/mask or wear a plastic face shield covering because it increases the risk of injury to participant</td>
</tr>
<tr>
<td>Follow and maintain 6 feet social/physical distancing</td>
<td>Not follow or maintain 6 feet social/physical distancing</td>
</tr>
<tr>
<td>Avoid touching your eyes, nose, mouth with unwashed hands</td>
<td>Touch eyes, nose, and mouth with unwashed hands and give high fives, handshakes, fist bumps or hugs</td>
</tr>
<tr>
<td>Cover your nose &amp; mouth by using a tissue or inside of your elbow; sanitize hands immediately</td>
<td>Touch or remove university property, sports equipment, disinfecting equipment or items necessary for intramural staff to perform work duties</td>
</tr>
<tr>
<td>Follow posted signs and sanitize hands</td>
<td>Not follow signs and not sanitize hands</td>
</tr>
<tr>
<td>Follow guidelines, policies and rules associated with the Intramural Sports Program and UK’s Code of Student Conduct</td>
<td>Not follow guidelines, policies and rules associated with the Intramural Sports Program and UK’s Code of Student Conduct</td>
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### Intramural Sport Program COVID-19 Guidelines for Spectator(s)/Participant(s): Minimize Risks

<table>
<thead>
<tr>
<th>Intramural Spectator(s)/Non-Participant Summary</th>
<th>Intramural Staff Summary</th>
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<tbody>
<tr>
<td>Spectator(s)/non-participant(s) is a non-player, captain, coach, manager, spectator or anyone representing a participant(s)</td>
<td>Complete their UK daily 4.0 self assessment before arriving to work and complete daily symptom checks before working</td>
</tr>
<tr>
<td>All spectator(s)/non-participant(s) will wear masks</td>
<td>Wear face coverings/masks</td>
</tr>
<tr>
<td>Follow and maintain 6 feet of social/physical distancing</td>
<td>Sanitize hands before and after performing work duties</td>
</tr>
<tr>
<td>Cover your nose &amp; mouth by using a tissue or inside of your elbow; sanitize hands immediately</td>
<td>Clean &amp; Disinfectant frequently touched surfaces and equipment in between uses and activities</td>
</tr>
<tr>
<td>Spectators/non-participants will not be in groups more than ten (10) people. Indoors spaces will not allow spectators if social/physical distancing cannot be accomplished</td>
<td>Ensure guidelines are followed (masks &amp; 6 feet), control the environment based on what is best for program operation and facility capacity</td>
</tr>
</tbody>
</table>

### Rosters
- Registration for the Soccer Tennis tournament is online at IMLeagues.
- Soccer Tennis is an one-day Open tournament, meaning there is a single division of play.
- Each team will consist of a minimum of 2 players and a maximum of 4 players.
  - There are NO GENDER REQUIREMENTS for how to make your teams.
    - You may have 4 men, 4 women, 2 women - 2 men, 3 men - 1 woman, or 3 women - 1 man.

### Equipment
- UK Intramural Sports will provide soccer balls for this event.
  - athletic apparel must always be worn
  - Tennis shoes must be worn, no barefoot, five-finger shoes, or open toes.
  - No traditional soccer cleats should be worn.

### Tournament Play
- Tournament style will depend on the number of participants.
- The bracket will be created and sent out after the registration period has ended.

### Game Time and Length
- A match will consist of the best of 3 games to 15 points.
- Each match will be given the time of 30 mins to be played.
- Each team will have one (1) timeout of 1 minute for the entire match.
GAME TIME AND LENGTH (Continued)

- Substitutions should occur at any dead ball situation.
  - At the beginning of a server (both teams must be aware that you want to substitute).
  - After a team has scored or a fault has occurred.
  - If a team calls a timeout.

SCORING

- All matches will be self-officiated.
- All participants are encouraged to exercise the highest standard of sportsmanship.
- The server is responsible for announcing the score prior to each point; the server's score is said first.
- Games are played to 15 points by 1's.
  - Both teams can score a point at any time (the defending team can score even if they did not kick off to start play).
- Players shall lose a point if:
  - The ball bounces twice on their side of the net before returning the ball into the opponent's court.
  - The player unsuccessfully returns the ball into the proper boundaries.
  - A player's body and/or foot touches the net while the ball is in play.
  - A player reaches over the net to play a ball and hits the net.
  - The ball is hit more than 3 times while on their side of the court.

SERVING/KICK OFF

- At the beginning of the game, the winner of a single game of rock-paper-scissors can elect whether they will kick off or choose a side to defend.
- We will only be using the service area. All kickoffs should start at the service line.
  - Players cannot step on the serve line during a kickoff.
- Player has two attempts to execute a kickoff and must play the ball out of his hands.
  - Drop kick or volley (ball hitting the ground before being kicked).
  - If the kickoff results in double faults (two missed attempts on the kickoff), the opposing team will receive a point and the service.
- Players can not return a ball off a kickoff directly.
  - The ball must either bounce or be touched twice by any player on the receiving team.
- A kickoff that hits the net but lands on the opposing side (let) must be repeated.

PLAYER/TEAM BALL CONTACT

- The receiving team can touch the ball a maximum of three (3) times before returning the ball to the opposing team.
- All players on a team do not need to touch the ball before sending it back over the net.
  - Ex: Player A makes two touches on the ball off a serve, then sends the ball back over the net.
- Players can use any part of their body to touch the ball, EXCLUDING the arms or hands.
  - Shoulders are not considered part of the arm.
  - If the arm or hand touches the ball, it will be ruled a "hand ball" and will result in the opposing team receiving a point and the serve.

GROUND BALL CONTACT

- The only time a ball is allowed to touch the ground outside the playing field is when a kickoff player decides to bounce the ball before kickoff (volley kick off).
  - Any other ground contact outside the playing field are "out balls" and the opposing team will receive a point and the serve.
- The ball can bounce one time before a player touches the ball inside the playing field.
POINTS

● Every play can result in a point scored by either one of the teams.
  ○ Kick off is not executed in two attempts.
  ○ The player steps onto the playing field during or before kick off.
  ○ Player kicks the ball into the net.
    ■ If the ball hits the net and goes over to the opposing side, the fault does not result in a point, but the kick off is repeated.
  ○ If the kick off lands outside the playing field ("OUT").
  ○ Player or team uses more than three touches before returning the ball over the net.
  ○ During play, the ball touches the ground more than once.
  ○ A team plays the ball and it lands outside the playing field ("OUT").
  ○ A team plays the ball into the net.
  ○ A player touches the net.
  ○ A player touches the ball with their hand or arm.
  ○ The ball touches the ground before it goes over the net.
    ■ There are no bounces in returning the ball.

COURT CHANGE

● After every game to 15 is done, both teams change sides.
● The kick off of the new game will remain with the team who won the previous game.

UNSPORTSMANLIKE CONDUCT

● Unsportsmanlike Conduct or fighting will not be tolerated!
● A team representative is a participant, player, non-player, captain, coach, manager, spectator or anyone representing a team.
● Unsportsmanlike Conduct includes behavior, language and actions that are a violation of the University of Kentucky Student Code of Conduct.
● Unsportsmanlike Conduct includes behavior, language, action and contact towards a team representative, ref/official, Intramural Staff or Campus Recreation and Wellness staff
● Unsportsmanlike Conduct that is but not limited to:
  ○ Arguing a call
  ○ Behavior, language, action that is abusive, demeaning, insulting, disruptive, threatening
  ○ Contact that is excessive or unnecessary and contact that is persistent, severe, extreme, vulgar, violent or flagrant in nature
● A team representative will be disqualified from the game, ejected from participation, shall leave the facility and may be subjected to expulsion from further Campus Recreation and Wellness events or programs
● Teams must get a 3.0 sportsmanship rating in knockout rounds or maintain a 3.0 sportsmanship rating average to advance to playoffs. In playoffs, if a team receives a 2, 1, 0 sportsmanship rating that team cannot advance in playoffs.
● Two (2) unsportsmanlike conduct penalties against a player constitutes an automatic ejection.
● Four (4) conduct unsportsmanlike penalties against a team or four of any kind will forfeit the contest.
● Six (6) conduct unsportsmanlike penalties against a team during the season will forfeit the team’s remaining schedule
● Game(s) may be forfeited at the discretion of the ref/official, Intramural Staff or Campus Recreation and Wellness staff

CONDUCT (All team representatives are expected to display good sportsmanship)

● Any team representative ejected from a game for any reason shall be suspended from ALL Intramural play until they contact the Intramural Director.
• It is the responsibility of the team representative to setup an appointment with the Intramural Ejection Board by emailing the Intramural Director at neharris1@uky.edu

• If players are found to be participating before being reinstated, they will be suspended from all Intramural activity for the remainder of the semester. A team for which an ineligible player participated will forfeit all games.

PROTESTS

• There will be no protest involving official’s judgment in games that are officiated by the Intramural Staff.

• Protests of rule interpretation must be made before the start of the next dead ball situation.
  o To protest, the protesting team must begin the process immediately following the event in question. The supervisor’s decision is final.
  o Protests can be made without team time-outs. A rejected protest in this case will result in an unsportsmanlike conduct penalty on the team captain.

• In non-officiated games, any and all disagreements between teams must be settled by the players. Disagreements not resolved within reason or in a timely manner, Intramural Staff will intervene and decide to resolve the disagreement and their decision is final.

• Eligibility protests are permitted. They must be filed in writing by noon the following business day.

• All eligibility protest must be emailed to the Intramural Director, neharris1@uky.edu or turned into the IM Office, room 172-B of the Johnson Center.